said control circuit adapted to positioning a pointer and making a selection within a window on said display in response to input circuits; and

a plurality of said input circuits coupled to said digital control circuit, said input circuits adapted to receive electromyographic signals.

2. (original) The system of claim 1, wherein said window environment software comprises an operating system having a graphical user interface.

3. (original) The system of claim 1, wherein said window environment software comprises a graphical or drawing software application.

4. (original) The system of claim 1, wherein said control circuit is adapted to respond to two input circuits.

5. (original) The system of claim 4, wherein said control circuit is adapted to respond to a first input circuit for directional navigation and respond to a second input circuit for selection.

6. (original) The system of claim 1, wherein said input circuits are adapted to receive electromyographic signals from embedded or surface electrodes attached to a person.

7. (original) Navigating apparatus, comprising:

a processor having a display, and window environment software installed on said processor;

a sequential digital control circuit coupled to said processor, said control circuit adapted to positioning a pointer and making a selection within a window on said display in response to input circuits;

a plurality of said input circuits coupled to said digital control circuit, said input circuits adapted to receive neurotropic electrode signals; and

a chip having a plurality of neurotropic electrodes, said chip connected to said plurality of said input circuits.

8. (original) The navigation apparatus of claim 7, wherein said chip is implanted in a brain of a person.

9.(currently amended) A method of navigating within a window environment, said method comprising the steps of:

displaying a pointer within a window on a processor display attached to a processor, said processor running window environment software;

receiving a plurality of electromyographic signals by a plurality of input circuits coupled to a sequential control circuit, whereby said control circuit is coupled to said processor; and

operating said sequential control circuit in response to said plurality of input circuits to position said ~~cursor~~ pointer or make a selection within said window.

10. (original) The method of claim 9, wherein said processor is running an operating system having a graphical user interface.

11. (original) The method of claim 9, wherein said processor is running a graphical or drawing software application.

12. (original) The method of claim 9, further comprising receiving two electromyographic signals by two input circuits.

13. (original) The method of claim 12, further comprising operating said sequential control circuit to position said cursor in response to a first input circuit and make a selection in response to a second input circuit.

14. (original) The method of claim 9, further comprising receiving said electromyographic signals from embedded or surface electrodes attached to a person.

15. (currently amended) A method of navigating within a window environment, said method comprising the steps of:

displaying a pointer within a window on a processor display attached to a processor, said processor running window environment software;

receiving a plurality of neurotropic signals ~~by~~ from a chip having a plurality of neurotropic electrodes and a plurality of input circuits coupled to a sequential control circuit, whereby said control circuit is coupled to said processor; and

operating said sequential control circuit in response to said plurality of input circuits to position said cursor or make a selection within said window.

16. (original)The method of claim 15, further comprising receiving said plurality of neurotropic signals from a two signal chip embedded in the brain of a person.

17. (original) The method of claim 15, further comprising the step of activating one of said plurality of neurotropic signals by a mental process.

18. (original) The method of claim 17, whereby said mental process is thought.

**REMARKS**

Claim 9 is amended above to provide proper reference to the pointer antecedent. Support is found in claim 1 as originally filed. No new matter is entered.